

THE ULTIMATE DRAGON WARRIORS ZINE

CASKET OF FAYS

ISSUE SIX



This fan publication includes material based on the Dragon Warriors setting, as created by and copyright (c) Dave Morris and Oliver Johnson, and used according to the terms of the Serpent King Games Fan Policy. We are not permitted to charge you to use or access this content. This publication is not published, endorsed, or officially approved by Serpent King Games. For more information about Dragon Warriors products and Serpent King Games, please visit www.serpentking.com

This fan publication has been produced by the Dragon Warriors Discord Community and is only available by download from Red Ruin Publishing via the authorised sites mentioned at <https://www.redruin.org/>. If you find this file on any other site, please contact us using the contact form there.

Illustrations in this issue by: Michael Sheppard, Brockprint, Andrew Wright. and Carlos Castilho

Cover by Michael Sheppard

This revision. November 2022

Editor's Note: Casket of Fays #6. June 2022 (II)

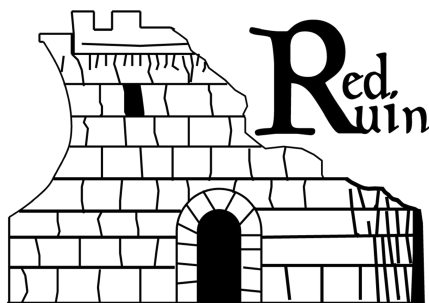
This issue is only three months late. That's life for you. It conspires to get in the way.

One of the things that became apparent to me, as I put this together from the fine stuff that all the contributors have sent in, is that this could have become a bumper issue in its own right.

What I've done here, rather than delay further, is bring the zine back to a more compact length.

Hope that you enjoy the first Casket of 2022. The next one won't be so delayed.

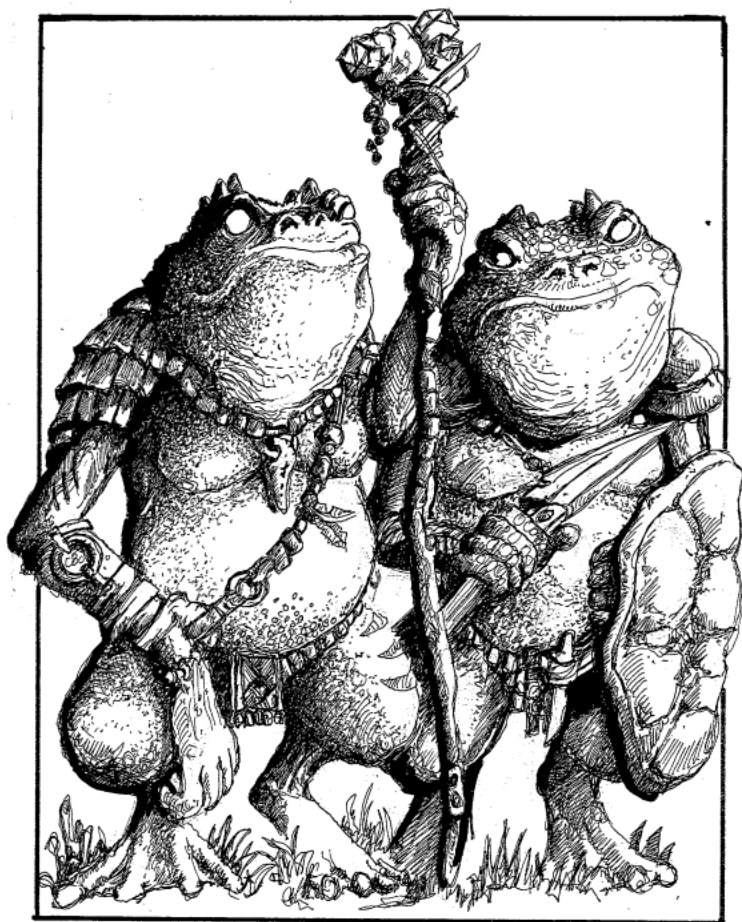
Simon Barns



Contents

Over The Gloaming Moor	5
Introduction	5
Overview	5
Section I: The Villages	6
Edgeham	6
Overhill	7
Rumours and Quests:	8
Section II: The Gloaming Moor	9
Animal Encounters	10
Encounters	10
1. A Dark Cave	10
2. Fen Bridge	11
Swamp Folk	12
3. High Tarn	12
Mud Wyrn	13
4. The Low Road	13
5. The Middle Road	13
6. Fang Hill	14
7. A Lonely Cairn	15
8. The High Road	15
9. Grim Glade	16
10. Morkaan's Stones	16
Conclusion	17

Kaffeie	17
The Gloomvile	18
Gloomviles	20
Games of Legend	21
Lost Knight at the Ford	24
Mi'raj	25



OVER THE GLOAMING MOOR

(a.k.a. Longshank's Pony)

Andrew Wright

"The Gloaming Moor? You'll not venture there after dark, laddie! Not if you want to retain possession of your body, mind and soul!"

- Bertram the Pastor, Edgeham

Introduction

'Over the Gloaming Moor' is a short sandbox adventure or micro-setting for Dragon Warriors that can be slotted into any hilly region across Ellesland or, with some work, on the mainland as well. It can be used as a series of one-shot adventures or as part of a bigger campaign, and it is pitched at low- to mid-rank parties of characters; a GM should certainly check through 'Over the Gloaming Moor' beforehand and modify it as they see fit for their own gaming group. While primarily a wilderness scenario, those desiring underworld adventures will not find it difficult to insert a cave system here or there, a lost crypt beneath a ring of stones, or even an abandoned Dwarven mine, 'up in yonder hills!'.

Overview

This scenario consists of two main sections. The first deals with the inhabitants of the two closest villages, one village being on either side of the Gloaming Moor and linked to each other by a series of road networks. The second section deals with the Gloaming Moor itself and its characteristics, as well as a list of fixed locations that may be encountered by the characters who venture into its lonely valleys.

Section I: The Villages

The two settlements are **Edgeham**, on the southern side of the Gloaming Moor, and **Overhill**, on the northern side. Both count as villages in terms of available equipment at the local market.

Edgeham

Edgeham is a prosperous village on the market road between Festlebridge and Verraham, its dwellings clustering along the banks of the Edge River, as it flows south from the moor. It is a friendly hamlet of pleasant white stone houses, each decorated with window-boxes of flowers and herbs.

There is one good inn for travellers, The Moon and Three Stars, that charges one florin for space on the common room floor or four florins for a private room. The price is a florin each for hot food, a jug of wine, or a tankard of ale.

Next to the inn is an outfitter's shop, patronized by traders visiting the village, selling adventurer's gear, along with bows, quivers, arrows, slings, slingshot, staves and daggers.

In a small hovel on the edge of town lives Vael (a 2nd rank Hunter armed with a bow and shortsword and wearing padded armour), a tall, cheerful man who will serve as a guide across the Gloaming Moor if paid 10 florins a day.

Finally, in the middle of town is the Church of St Angevred the Unsteady. Bertram the pastor (a gruff black-bearded 1st rank Priest) conducts regular daily services and is custodian of a purported holy relic, the Tooth of Angevred, imbedded in a wooden crucifix on a string of beads (which when worn provides +1 Defence versus Goblins and their kin).

Overhill

Set among lush fields, the village of Overhill lies on the banks of the Hill River, with buildings made from grey slate quarried from the northern edges of the moor.

Somewhat more isolated than Edgeham, there are no inns here, but ‘The Black Sheep’ tavern offers one florin for a meal and space on the floor; tankards of ale cost half a florin each.

There is a blacksmith in Overhill who can manufacture most metal weapons and armour. This is handy, because living in the fortified bridge in the centre of the village is Lady Nisrama, a bored impetuous young noble (a woman-at-arms and 3rd rank Knight; see *Friends or Foes*, p. 62, wearing mail armour and armed with a morning star) and her 2–12 Henchmen (see *Friends or Foes*, p. 63, with mail armour, swords and shields). Lady Nisrama frequently conducts raids into the Gloaming Moor, searching for brigands and other miscreants.

In a hut next to a dead tree on the road south lives Old Jenvra (a 4th rank Sorceress). She provides services to the villagers, such as reading palms and brewing healing philtres, and may be engaged by the characters in a more esoteric capacity as a spellcaster if they are discrete enough.



Rumours and Quests:

The following rumours and quests can be used as examples of things that are known by inhabitants of the villages or even the moors themselves, as well as missions that certain personages may want completed by the characters. When a rumour or quest is required, simply roll a die and consult the table below.

Roll	Rumour	Quest
1	Up on the moor is a stone circle dedicated to the old spirit god Morkaan.	Whoever currently inhabits the dark cave at area 1 has been killing livestock and villagers and needs to be stopped.
2	The Toad Fens are treacherous. Never leave the Low Road!	If you can beat the Gloomviles of the stone circle in a game of chance or strategy you can win a valuable wager from them.
3	There's a lake up there called the High Tarn. Something horrible lives in it!	Bhaldrin the Bloodthirsty and his bandits have been menacing travellers on the High Road and must be brought to justice!
4	Watch out for trolls at night!	A troll has taken up residence under one of the bridges up on the moor and must be dispatched with all haste.
5	A monster lives in the cave at the base of Fang Hill.	Goblin sorcery haunts the woods of the Grim Glade and must be exorcised!
6	An old stone cairn marks an ancient burial ground, but no one knows who is buried beneath it.	The bridge across the River Stillwater, in the middle of the Toad Fens, has broken and needs to be repaired.

Section II: The Gloaming Moor

The Gloaming Moor is a region of bleak, rolling hills covered in heather, the odd stand of pine trees, and clumps of boulders that resemble scattered lost marbles of the elder gods. Three roads meander through the moor between the villages of Edgeham and Overhill, each with their own unique locations and peculiar inhabitants. The Low, Middle and High Roads are in reality little more than mucky tracks, but in this misty terrain, following their presence is vastly preferable than striking out into the hills without a guide.

General notes:

The Gloaming Moor is so-called because even during the day there is a chance that a fell fog will arise, obscuring everything in sight. Or dark clouds may descend, dumping buckets of rain across the landscape while thunder and lightning snarls and spits across the sky. This, in addition to the poor state of the muddy, craggy roads, means travel time is only 10-or-so miles a day on foot and half that if one strikes out cross-country. This is not recommended as travellers leaving the road to travel through the hills (or the Toad Fens or the Grim Glade) have a 4-in-6 chance of getting lost. Lost parties of characters may wander for hours in a random direction, no doubt encountering a wandering monster or two before finding their way back to the road.

This adventure can be thought of as being set during spring or autumn; summer or winter in the Gloaming Moor may bring their own perils such as clouds of insects or blinding snowstorms. In addition, every bridge has a 1-in-6 chance of a Troll living under it (though this will only be a problem at nighttime when the Troll is active). If the GM needs to determine a random encounter, use the Hills Table from the Bestiary, but if the result seems too powerful or out of place, feel free to roll a die on the Animal Encounter chart below for something a trifle more mundane.

Animal Encounters

Roll	Animal Encounter
1	A lone brown cow, trapped in a muddy patch of brambles.
2	A large flock of bell-ringing grey-wooled sheep. There is no shepherd to be seen.
3	A lame white horse with a saddle, reins and bridle, but no rider.
4	A red fox chasing a colourful pheasant across the road.
5	A stray brown dog with a string collar. It appears friendly.
6	A murder of black crows, circling something in a valley nearby.

Encounters

Below is a list of fixed encounters whose location is indicated on the accompanying map of the Gloaming Moor. Unless otherwise stated, all inhabitants can be found in the Dragon Warriors Bestiary.

i. A Dark Cave

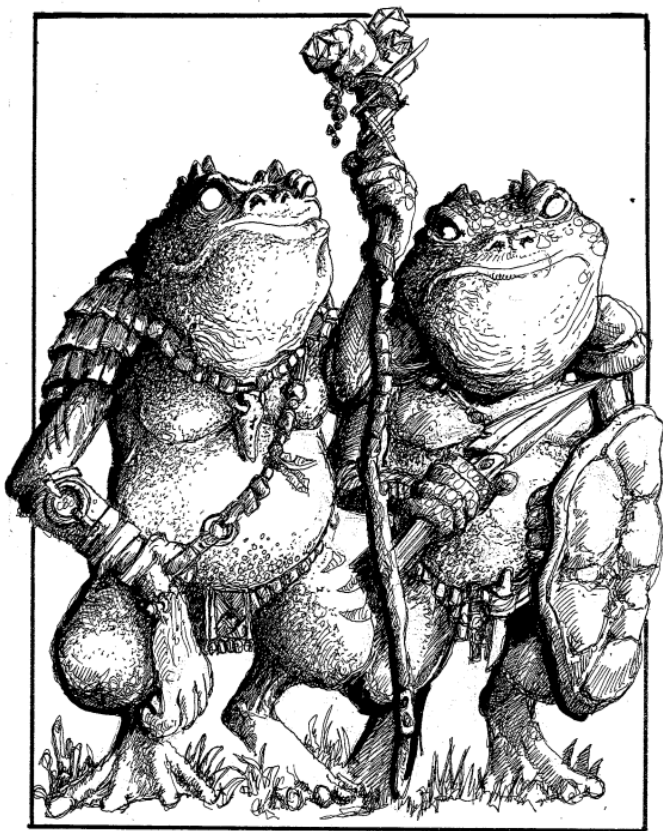
This is a large dark cave halfway up a hill and visible from the Low Road as it rounds a bend and heads down into the Toad Fens. Roll a die to determine what dwells within the cave:

This creature will use the cave as a lair until slain. The cave will then be empty the next time the characters visit, but, after that, another creature will take up residence. After three creatures have dwelled in the cave, it will remain empty at the GM's discretion.

Roll	Inhabitant
1–2	a Troll
3–4	a Bear
5–6	an Ogre

2. Fen Bridge

This bridge crosses the River Stillwater, in the depths of the Toad Fens, or rather, it would if it wasn't broken. The Fens themselves are a wilderness of mud and reeds, the monotony of which is interrupted occasionally by a weeping willow. The river can be forded easily enough, or the bridge can be repaired using



bundles of reeds and willow tree branches, though this takes 1–3 days. However, anyone crossing the river or fixing the bridge will be attacked by 3–12 Swamp Folk (Bestiary p. 2), half of which are armed with clubs and spears, the other half will use their clammy fingers. The toad-like Swamp Folk are quite hungry and will only flee if reduced to 75% of their original number. It is possible to bargain with the Swamp Folk using food, though this has to be in the form of fresh meat. In addition, anyone foolish enough to venture off the Low Road and set out into the misty Toad Fens will, after a while, attract the unwanted attention of 1–4 Ignis Fatuus, with all that entails. Finally, anyone fording the River Stillwater or wading through the

Toad Fens, or simply falling into either, has a 30% chance of contracting the Swamp Fever disease; this area is rank with pestilence.

Swamp Folk

*Attack: 12; Grapple or as
weapon*

Defence: 6

Magical Defence: 3

Stealth 17

Evasion: 4

Perception: 6 (darksight)

Health Points: 1d6+4

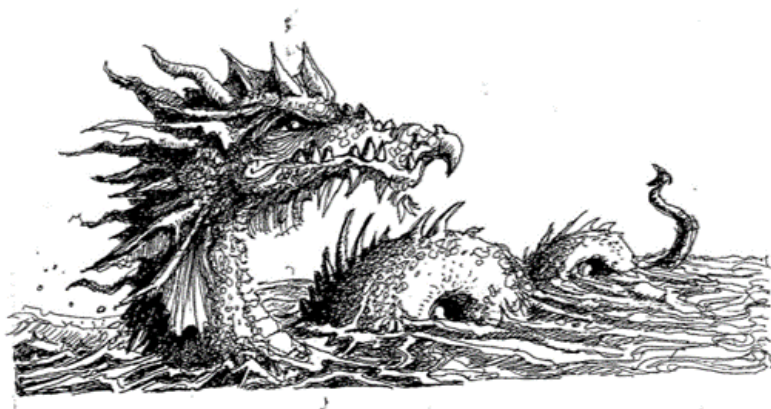
Armour Factor: 0

Movement:

10m/swimming 15m

3. High Tarn

This highland lake has deep waters stained dark brown from peat. Its shores are muddy and reed-covered where the River Stillwater drains from the Toad Fens, while the northern half has pebble-scattered beaches as the hills meet the water's edge. Anyone spending at least half a day or night at the High Tarn will draw the ire of a hungry Mud Wurm (Prince of Darkness, p. 54 / The Power of Darkness p.118), that will attack them if they are near the shore. At the very bottom of the lake is a weed-choked skeleton clutching a magic +1 sword.



Mud Wyrms

Attack: 16; Fangs (d8, 6)

Defence: 9

Magical Attack: 8

Magical Defence: 2

Evasion: 6

Perception: 15

Health Points: 22

Armour Factor: 2

If the Mud Wyrms make a successful attack, it shocks its opponent with a Magical Attack of 8. If this succeeds, its opponent is paralysed.

4. The Low Road

The Low Road winds down from the heights towards Overhill and through pasture land occupied by several flocks of grey woolly sheep, attended to by 2–7 Shepherds (as per Villagers and armed with cudgels and slings; see Dragon Warriors p.245, Bestiary p. 21, or Friends or Foes, p. 64), and an identical number of Hunting Dogs; Bestiary p. 27. How the Shepherds react to the characters depends on their direction of travel and the time of day; if the characters are travelling from Overhill they will be gruffly welcomed, but if they are coming out of the moors, at dusk or at night, the Shepherds will consider them bandits, changelings or worse, and, depending on numbers, challenged or fled from. If treated well, the Shepherds can be useful as they know some information about the surrounding moors (i.e. a GM can roll on the Rumours Table above).

5. The Middle Road

This lonely stretch of road, shielded by scattered stunted trees, is the hunting range of a pack of 2–20 Wolves (Dragon Warriors p. 253), who may be heard howling in the distance. During the day, they will attack any prey in the area, such as the characters, if they outnumber them, but will be driven off if they lose a quarter of the pack. At night, their presence will be bolstered by the Werewolf of area 6 (see below – assume the characters

have encountered him on the first night of the full moon), who manifests as an especially large grey wolf; and the Wolves will attack regardless of numbers, fleeing only if they lose half the pack.

6. Fang Hill

This is a weird hill in the shape of a curved tooth that towers over the surrounding moor. At its base is a cave that is home to Illuric the Hermit (a rather hairy, bearded, feral-looking 3rd rank Mystic wearing a torn brown tunic and armed with a quarterstaff). Illuric is an ascetic that has rejected most worldly possessions; his only treasure is an enchanted Periapt worn around his neck, while inside his cave is simply a crude cot of animal-skin blankets, an old lantern, a fire-pit, and a pile of bones. Illuric is also the Werewolf from area 5; if the characters recently wounded him in wolf form with a magic or silver weapon, he will still bear those injuries while human. He is grumpy, reclusive and



abrupt with strangers (especially if they wounded him or slew some of his Wolves!) but does know much lore about the Gloaming Moor. The presence of Bhaldrin and the bandits on the High Road (area 8) vexes Illuric strongly and he desires their immediate downfall. If attacked or confronted in his lair, Illuric will howl and summon 2–7 Wolves to aid him in battle; they arrive within 1–3 Combat Rounds.

7. A Lonely Cairn

At the summit of the tallest hill in the immediate area is a towering cairn of moss-covered stones. Anyone who disturbs or dismantles the cairn will be cursed (Magical Attack 20). Buried beneath the cairn (which could take up to a whole day to dismantle) is a stone sarcophagus containing the skeleton of an ancient chieftain clad in a corroded bronze mail hauberk and armed with a bronze two-handed sword. If encountered at night or in conditions of fog, the corpse will animate as a Wight and attack the desecrators of its tomb. Aside from the armour and sword (which may be worth something to a collector), the sarcophagus contains a magical copper torc that functions as a Blue Scarab, along with several funeral jars containing 200 ancient silver coins in total. If the characters abscond with the treasure during the day, the Wight will manifest and attack them (even if its corpse was dismembered or destroyed), wherever they are (unless it is a church), on all subsequent nights until slain.

8. The High Road

This windswept section of the High Road is watched over by a gang of 2–12 Bandits (see Friends or Foes, p. 62, or Humans from Dragon Warriors p.25 but with +1 Attack) armed with bows and swords. Their leader is Bhaldrin the Bloodthirsty (a 4th Rank Barbarian armed with a battleaxe and wearing a mail hauberk). Half the bandits will be watching the road and half will be with Bhaldrin back at camp, (a shallow woody

dell to the north; assume a Poor treasure hoard). They will attack anyone they think they can rob but will flee if they lose a quarter of their men.

9. Grim Glade

This is a high plateau covered in grey-green coniferous trees; the ground is stony and carpeted with dead orange pine needles. 2–20 Goblins lurk in the Grim Glade and will attack and torment anyone who steps off the High Road; those who remain on the path are safe but will be subjected to hails of thrown pinecones, terrifying jump-scares, and torrents of vitriolic abuse. The Goblins know many of the Moor's secrets (e.g., the treasure under the cairn, the current inhabitant of the dark cave), and will reveal this information if successfully threatened or bargained with. They have some treasure of their own; a Poor treasure hoard in a large clay pot at the bottom of an old well, someway within the glade to the east of the High Road.

10. Morkaan's Stones

This ring of standing stones, atop a barren hilltop, was an ancient shrine to Morkaan, one of the original primeval deities of Ellesland. During the day, it is an eerie yet quiet place with an incredible view, though nothing untoward will occur. At night, however, it is visited by a pack of 2–7 Gloomviles (see their entry in this issue), each carrying a grey candle and a sack of loot, who manifest within the stone circle but cannot leave it. The Gloomviles will beg to play one of their games with the characters and have the riches to back up any bets or stakes. Assume an Average hoard, split evenly amongst each Gloomvile. This treasure disappears with them when they depart the ring of stones at the first rays of dawn. If a pagan priest of the old gods re-consecrates the shrine to Morkaan during the day, the Gloomviles will never reappear.

Conclusion

Every time the characters successfully complete one of the sample Quests and return to a village, they should receive 5 experience points, in addition to any gained from defeating opponents. Feel free to vary this from between 1 to 10 experience points depending on how perilous their accomplished Quest was.

KAFFEIE

Lance Stapleton

This ghastly potion is prepared by the witchdoctors of the Desert of Songs and in the hinterlands of Mungoda. It is made from the seeds of a mountain shrub that has passed through the intestines of a lynx. These creatures find the outer flesh of the fruit intoxicating and sorcerers will pay money for their scats. If a lynx can be caught alive it will be prized and rewarded by the magician. A successful witchdoctor will be known by his caged lynx which is force fed Kaffeie.

The seeds are then ground and roasted over a fire made of human bones. The powder is mixed with fresh blood (2HP worth per potion or 8HP=4 potions for an entire victim), boiled and bottled. This horrible admixture has the effect of increasing Intelligence, Reflexes and Psychic Talent by 3 points for one hour¹. It may be prepared by any sorcerer, daemonologist or elemental of 6th rank or higher who has learned the correct rituals at a cost of 20MP. The requirement for dry bones and fresh blood makes this a rare and unholy potion. Anyone suspected of owning or preparing such a liquor will invite the enmity of the local Church, Knights Capellar, Baron, Emir, Council of Chieftains etc.

¹ Whether this can raise stats above 18 is at the GM's discretion...

THE GLOOMVILLE

Andrew Wright

Many are the demonic denizens of the infernal regions and mysterious are their motivations and obligations. One such pack of strange and rare lesser fiends are the ragged Gloomviles². These are gaunt, human-like figures in dark robes that spill out behind them like pools of shadow and their flesh is a bloodless grey-white. Their grim visages are cruel and twisted, with bleak, malice-haunted eyes, and their thin hands end in claw-like nails.

Gloomviles typically manifest in set circular locations of arcane power; a pentagram lit by large wax candles, for example, or a round group of toadstools in a forest clearing, or even a ring of standing stones beneath a moon-lit sky (for example, see ‘The Gloaming Moor’ scenario elsewhere in this issue). They cannot leave the boundaries of their place of manifestation, but will beg for visitors to enter, and (if the victims are stupid enough to do so), set upon them with flailing talons.

If a Gloomvile causes a critical hit in combat (i.e., a roll of 1 on the d20 Hit Roll), it has grabbed its opponent’s throat with both hands and throttled the victim for 10 Health Points damage, armour notwithstanding. A Gloomvile will regenerate 1 Health Point per Round if they have taken damage from a non-magical weapon; spells and magical weapons wound them normally, while the touch of a relic will reduce them to a puff of grey smoke. Once per day, a Gloomvile may cast the Benight spell (see *Dragon Warriors* p. 105), though without the attendant Geas misfortune.

² Gloomviles originally appeared in the Golden Dragon gamebook *The Eye of the Dragon* (1985, reprinted 2016) by Dave Morris. The games *Finger of Fate*, *Jacks*, and *Mix-Up* are all taken from the same gamebook. The inspiration for this version of Chess comes from the Golden Dragon gamebook *Crypt of the Vampire*. *Spiral of Gold* comes from the *Blood Sword* gamebook *The Battlepits of Krarth*, while *Krarthian Chequers* comes from its sequel, *The Kingdom of Wyrd*.

The one major weakness of the Gloomviles is their predilection for playing games of all sorts and kinds. If a visitor is smart enough to remain outside the Gloomviles' confinement, they may be pleaded with to come to the edge of the invisible prison and 'play just one game!' Accepting the request will provoke a certain sad joy in the horrible creatures, who will eagerly bring out dice, counters, boards and tattered rulebooks, crouching just inside their circular gaol, keen to play!

To determine the game to be played, roll one die or pick from the following table. The rules of these games can be found after this section in the piece "Games of Legend".

<i>Roll</i>	<i>Game</i>
1	Finger of Fate
2	Jacks
3	Krarthian Chequers
4	Chess
5	Spiral of Gold
6	Mix-Up

Some of the games have rewards or penalties for playing, as detailed above. In other games, if the Gloomvile wins, they will demand a prize from their opponent, typically a magical item, or a scrap of enchanted lore (if anything less worthy is offered, the Gloomvile will attack immediately). Should the Gloomvile lose, they are remarkably good sports, and will proffer something valuable to the winner; an enchanted bauble from their hoard, a precious heirloom, or esteemed advice or knowledge not otherwise easily obtainable.

Gloomviles

Attack: 17

Claws (d6, 5)

Defence: 11

Magical Attack: 18

Magical Defence: 9

Evasion: 6

Stealth: 12

Perception: 8 (Gloomsight)

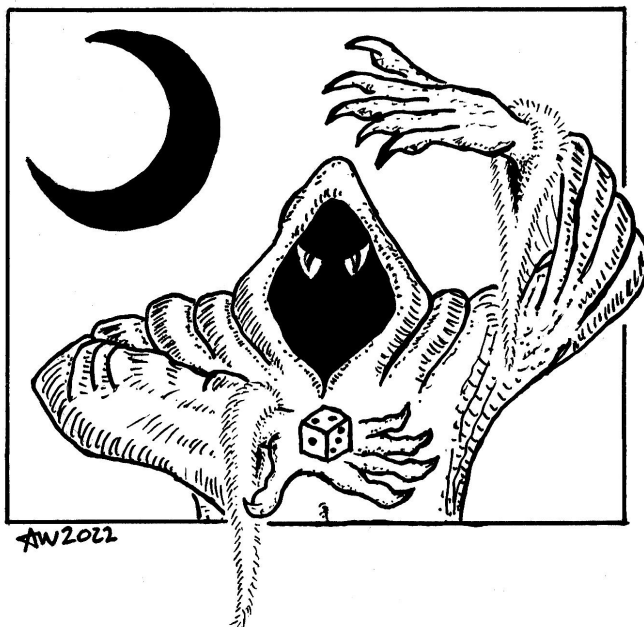
Health Points: 2d6+10

Armour Factor: 3

Movement: 12m (25m)

Rank Equivalent: 5th

Category: infernal; Number: 2-7; Habitat: underworlds, hills, forests; Typical Treasure: average



GAMES OF LEGEND

Andrew Wright

Finger of Fate: Only a spellcaster can play this game. This is played on a hexagonal board inscribed with six symbols – a wand, an hourglass, a dagger, a broken alembic, a hooked staff, and a knapsack. A severed finger is placed in the middle of the board. To play the game, the participant prods the finger which will then writhe around in a circle until it comes to rest pointing at one of the symbols. An appropriate effect will then result, depending on the symbol. Roll a die to determine where the finger comes to rest:

1. **The Wand** (regain 1–6 Magic Points, or a Mystic is no longer psionically fatigued)
2. **The Hourglass** (participant and their colleagues are flung 1-6 hours back into the past)
3. **The Dagger** (lose 1–6 Health Points)
4. **The Alembic** (lose 1–6 Magic Points, or a Mystic is psionically fatigued)
5. **The Staff** (regain 1–6 Health Points)
6. **The Knapsack** (one item carried by the participant vanishes; they get to choose which).

Jacks: This game is played with a bag of caltrops; small metal items consisting of four poisoned metal spikes radiating from a central hub. The Gloomvile will drop a ball, and their opponent must snatch up as many caltrops as they can between the first and second bounce. Then the Gloomvile will do the same, and the winner is the one who gets the most

caltrops. The participant rolls a die to represent the maximum number of caltrops they could grab if they wished while the ball is bouncing. However, each caltrop picked up will cost them 2 Health Points because of the poison spikes, so they may not wish to grab all they have time to. Then roll a die to see how many caltrops are scooped up by the Gloomvile; they are unaffected by the poison. If the result is a draw, the Gloomvile will present their opponent with a consolation prize of lesser value as recompense for their injuries; see below for details on winners or losers.

Krarthian Chequers: This is a complex game of elegant strategy that the Gloomviles will play on an ebony and whitewood board, with pieces crafted from obsidian (for the Gloomvile) and crystal (for their opponent). You could play a real game of chequers at this point, or you could abstractly depict the game by matching the Gloomvile's Magical Attack versus their opponent's Magical Defence. See below for details on winners or losers.

Chess: The Gloomviles' chessboard is a thin slab of black and white marble, with pieces crafted from onyx (for the Gloomvile) and ivory (for their opponent). You could play a real game of chess at this point, or you could abstractly depict the game by matching the Gloomvile's Magical Attack versus their opponent's Magical Defence. Lastly, you could rule that the opponent is magically transported onto the board (now a barren, stony windswept plain) and, after a lengthy battle, must fight the Black Queen (equivalent to a 5th Rank Knight wearing plate armour and armed with a mace and shield). If they defeat the Black Queen they return victorious, if not they have lost the game. See below for details on winners or losers.

Spiral of Gold: This game is played with fourteen gold coins – seven in a line in front of each participant. Beside each player is a six-sided die. All

the coins are showing heads. The game is played in rounds called Spirals. In the first Spiral, each player secretly selects a number on their die, placing it under their hand with the number they have chosen uppermost. Then the players reveal and compare chosen numbers. The player with the lower number loses coins equal to the difference between the chosen numbers. The player with the higher number flips coins equal to that number from heads to tails. Both players start the next Spiral by recovering – if either of them has any coins showing tails they can flip one of them to heads again. Play proceeds until one player has no heads showing at the end of a Spiral. There are three other rules to remember. A player cannot choose a number on their die that is equal to or greater than the number of heads showing. If the players both chose the same number then that Spiral is a draw and neither player loses anything. Lastly, when a player loses coins, they are taken from the heads they have left, not the tails. (The best player of this game was the renowned Grandmaster Klef.) See below for details on winners or losers.

Mix-Up: (Leafing through the rulebook, the Gloomviles will explain they have not played this game for centuries.) In Mix-Up the participant has to stake points of one of their five characteristics (Strength, Reflexes, Intelligence, Psychic Talent, and Looks) against another. Suppose they stake 2 points of Psychic Talent against their Reflexes. If they won, these points would be transferred from their Psychic Talent score to their Reflexes score. If they lost, however, they would forfeit the 2 points of Psychic Talent. A participant is not allowed to make a wager that would put their characteristics below 3 or above 18. After deciding the stake, the participant guesses any number between 2 and 12. They then roll two dice. If the total is the number they guessed, they can transfer the points from one characteristic to the other. If the guess was only 1 out (e.g., guessed a 7 and rolled an 8), nothing is gained or lost. If the guess is any other number, they lose the points they staked.

LOST KNIGHT AT THE FORD

Tom Clare

The Party comes to a shallow river at the edge of the moor. Beyond lies the dark treeline of Jewelspider Wood and, to the north, open pasture and the lands of men.

Directly across the rushing waters they see a tattered half fallen tent on the other side. A cooking pot and spit are overgrown with weeds.

The river widens here and the waters are only ankle-deep. As soon as they step out onto the shifting stones an armoured knight emerges from the tent. His surcoat as dilapidated as his tent, his face is hidden under a great helm. He walks to the river's edge and shouts a challenge over: "He who crosses my ford must first meet me in battle!" His voice sounds echoless and hollow. Those with a Psychic Talent of 14 or more will feel that something is wrong but that it is more melancholy than dangerous. If a PC accepts, the knight will call for his horse. When no servant comes running with it saddled and ready, the knight will look around in apparent confusion but will then shout that they will fight on foot! and step out onto the stones.³

This combat is over rushing water, upon stones that turn and shift under one's feet. Any character who fails a Reflexes Check with a Difficulty Factor of 16 will find themselves falling into the water. The Knight of the Ford is an honourable opponent, however, and will stand back for his dunked adversary to regain their footing.

The Knight of the Ford will fight until his opponent takes a significant wound, then ask them to yield. He himself will not yield. The final blow upon him will strike through a suit of mail hung over an old skeleton. His opponent, if he fought with valour and halts to bury this lost soul, will regain 2 points of HP as the poor knight finally rests.

³ Use the stats for a Knight of the same rank as the PC (Dragon Warriors p. 119)

MI'RAJ

Brock

“Oh, it’s just a harmless little bunny, isn’t it?”

The Mi’raj, or (often incorrectly) the Al-Mi’raj,⁴ is a relatively rare creature that can be found on the coastal lands of the Emirate of Marazid and in the kingdoms of Minj. Legend says that the Mi’raj was native to an island known as Jazirat al-Tinnin (the Dragon’s Island), located in the Deeps of Rasakna, and that one was presented to an Emphidian hero as a gift for slaying the dragon that had been terrorising the island’s inhabitants.

In size and shape, it resembles little more than a yellow-furred rabbit with a long, black horn protruding from its forehead. Unlike most rabbits, the Mi’raj is a very aggressive beast; so aggressive that wild animals will avoid it whenever possible. Extremely territorial and utterly fearless, the Mi’raj will attack anyone and anything it feels is encroaching on its home. It attacks by leaping repeatedly at its opponent, trying to skewer it with its horn, then relying on its speed and agility to avoid the blows of its opponent.

On its own, a Mi’raj is little threat to a hardened, well-equipped adventurer, but poses a real danger to peasants and their livestock. If a Mi’raj is spotted in the vicinity of a village, locals will do their utmost to have the beast killed as quickly as possible. With few natural predators and left undisturbed, Mi’raj numbers can quickly grow and, if a single animal is a pest, a group⁵ of these creatures is a very real threat to all in the vicinity.

⁴ In Nascerine “al” means “the”, making the additional “the” redundant.

⁵ A group of Mi’raj is known as a “wrack”.

Despite their aggression, young Mi'raj can be captured and tamed; an arduous and often painful task requiring time, patience, and a good, solid cage.

Attack: 15

Horn: (d6+1, 3)

Defence: 5

Armour Factor: 0

Magical Defence: 3

Movement: 12m (25m)

Evasion: 5

Stealth: 14, Perception: 14 (normal)

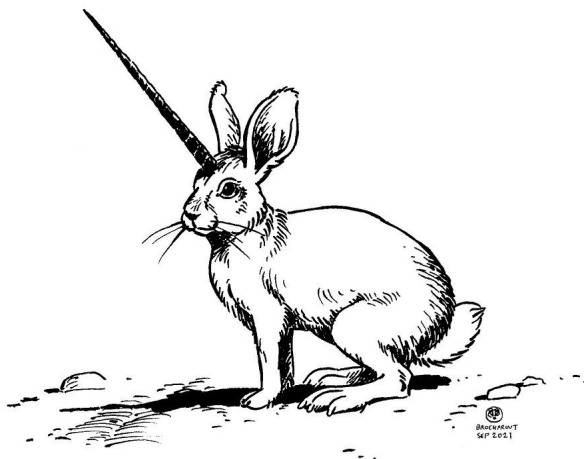
Health Points: 1d6 +3

Rank-equivalent: 1st

Number encountered: usually 1

Treasure: none

Note: an attack by a Mi'raj is likely to spook or panic horses and camels, even those trained for battle. Untrained beasts will flee unless restrained, and even battle-trained steeds will need to be controlled (have advanced Cavalry skill or roll Reflexes) before a character can attempt to strike at the attacking Mi'raj. The Mi'raj is a small creature, so a character will need a long weapon (i.e. spear or lance) to strike it from horseback...





THE ALL TTRPG ZINE!

AVAILABLE ON
DRIVETHRURPG
AND **ITCH**


NEVER MIND

THE DICE ROLLS

nevermindthedicerolls.co.uk

 [NMtDR_Magazine](#)

 [nevermindthedicerolls](#)

 [Never Mind the Dice Rolls](#)

THE GLOAMING MOOR

